ATTORNEY DOCKET NO. 2799CIP

REMARKS

The Examiner has issued two substantively identical office actions rejecting the three previously allowed claims based upon 35 U.S.C. 101 and 35 U.S.C. 112, ¶2. The rejection based upon section 112 is based upon a perceived lack of clarity regarding the relationship between the computer server system and the web pages it provides. The claims, as amended, make clear that it is the server structure which provides the pages as claimed. As shown below, the specification clearly supports the use of the server to provide pages which are used for query and lookup functions as claimed. Also, as cited below, the specification supports the use of a server having a storage structure in order to use the database required in the pending claims.

The Examiner's office action also includes a rejection based upon non-statutory subject matter because the claim system "should incorporate structure (e.g., some kind of hardware)"[.] (Office Action at p. 2). The pending claims have been amended again to set forth specific hardware structure supported by the specification and corresponding to the web structures of the previously allowed claims. Specifically, the claims have been amended to recite the server previously set forth in the preamble in the body of claim 22. As noted in the specification, "The server" means the computer hardware used in providing the service. This may include, as in the currently preferred embodiment, a web server and a database server. The server may also be a single computer or a plurality of computers. (page 7, lines 14-16) At least one version of the server as recited in the preferred embodiment "performs the storage, query, and lookup functions of the invention." (page 14, lines 16-17). "Storage," as defined in the Microsoft Press Computer Dictionary,

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includes "any physical device in or on which computer information can be kept." (Exhibit A, at p. 330). Thus, the claims, as amended, recite specific structures supported by the specification, and the rejections based upon non-patentable subject matter and lack of definiteness should be withdrawn. the language from the interview summary set forth above.

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Based on the above, the applicant feels that the Examiner will find the claims to be patentable, and therefore respectfully requests that the Examiner place the case in condition for allowance at his earliest convenience.

Respectfully submitted,

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Dated: January 24, 2008

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EXHIBIT A

MICROSOFT PRESS®

COMPUTER DICTIONARY

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actuator arm from one track to the next. The term derives from the use of a stepper motor to move the actuator arm. *See also* stepper motor.

stochastic Based on chance (random) occurrences. For example, a stochastic model attempts to describe a system by taking into account random events as well as planned events.

stop bit In asynchronous transmission, a bit that signals the end of a character. Depending on the conventions used, the data bits composing the character can be followed by 1, 1.5, or 2 stop bits.

storage In computing terms, any physical device in or on which computer information can be kept. A microcomputer has two main types of storage. Its random access memory (RAM) represents temporary storage that the microprocessor uses for programs, work in progress, and various types of internal work-control information. The computer's disk drives and other external storage media represent facilities for holding information on a more permanent basis, available but out of the way until it is needed by the microprocessor. A computer has other types of storage as well. Its read-only memory (ROM) is a permanent, nonerasable medium for holding necessary information, including startup instructions and input/output procedures. In addition, a computer uses various buffers—reserved areas of memory—as temporary holding areas designated for specific information, such as characters to be sent to the printer or characters being read from the keyboard.

storage device Any apparatus for recording computer data in permanent or semipermanent form. A disk drive, along with the disks it records on, is a storage device.

Sometimes a computer is said to have primary (or main) and secondary (or auxiliary) storage devices. When this distinction is made, the primary storage device is the computer's random access memory (RAM)—impermanent, but a storage device nevertheless, however temporary its contents. The secondary storage includes the computer's more permanent storage devices, such as disk and tape drives.

storage location The position at which a particular item can be found. A storage location can be an addressed (uniquely numbered) location in memory or it can be a uniquely identified location on disk, tape, or a similar medium—for example, a particular side, track, and sector on a disk.

storage media The various types of physical material on which data bits are written and stored. Common storage media for computer data are floppy disks, hard disks, tape, optical discs, and (for output only) paper.

storage tube *See* direct view storage tube.

store-and-forward A message-passing technique used on communications networks in which a message is held temporarily at a "collecting" station between the sender and receiver before being forwarded to its intended destination. Store-and-forward message routing can take longer than communication via direct, physical connections, but it offers several advantages, especially over large networks separated by long distances; It minimizes or eliminates "traffic jams" and thus contributes to effective use of communications lines; it allows messages to be sent to machines or networks even when they are not on line; and it enables transmission during off hours, when traffic or costs are lowest.

stored program concept The underlying concept of most system architectures today, credited largely (although not exclusively) to John von Neumann. The concept is that both programs and data are in direct access storage (random access memory, or RAM), allowing code and data to be treated interchangeably (including modifications to both) and avoiding the timing problems involved when code is located on a sequential storage medium (as was the case in many early computers). *See also* von Neumann architecture.

straight-line code Program code that follows a direct sequence of statements, rather than skipping ahead or jumping back via transfer statements such as GOTO, JUMP, and so on. *Compare* spaghetti code; *see also* GOTO statement.

streaming tape *See* tape.

stream-oriented file A file used to store a more-or-less-continuous series of bits, bytes, or other small, structurally uniform units.

strikethrough One or more lines drawn through a

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